



DESERT ISLAND



A game of survival for 4 to 6 players. • © 2010 Jeff Siadek • Art: Steve Ratter • Art Direction & Design: Fred Davis

While crossing the Atlantic in 1913, the HMS Arden unexpectedly struck 3 icebergs and sunk, leaving you adrift in a Lifeboat. After surviving a perilous journey on the high seas, you finally ran aground...in the South Pacific. The initial relief of reaching dry land has long ended and now your hope is to be rescued. Fortunately, among the flotsam & jetsam of the shipwreck are items that will help you survive. There also appears to be evidence that pirates stashed their loot here many years ago. While fending off the dangers of the island, protect yourself and your secret love. As you gather food and prepare a signal fire, make sure your secret, hated enemy never leaves... alive. But as you do unto others, one among your fellow castaways conspires for your doom as well, so beware!

Each turn represents one week on a deserted island and players will have to feed themselves, take one action and play a Fate card. At the end of the turn, the Fate cards will determine a nasty event and to whom it happens. The object of the game is to gain the most victory points for survival, treasures, Love and Hate bonuses. The game ends and you tally your victory points when a fourth ship is signaled and you are rescued.

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These Rules

- 40 brown single food cubes
- 10 yellow 4 food cubes
- 20 black Fate cubes
- 6 Character cards
- 6 Character Location cards
- 6 Love cards
- 6 Hate cards
- 6 Location cards
- 30 card Fate Deck
- 40 card Scavenge Deck
- 3 ship tokens
- 30 red single wound tokens

Note: if you run out of tokens, use other materials to track these commodities.

SETUP

Deal each player a character card face up at random. If you have 5 players, remove the Cave location and the kid (and his associated love, hate, and character cards so there is only one location per player. If you have only 4 players, remove the Hill and Lady Lauren as well.

Arrange the location cards in ascending order from left to right. 1 Beach, 2 Jungle, 3 Swamp, 4 Spring, 5 Hill, 6 Cave.

Shuffle the Character Location cards and deal one to each location with the yellow "alive" side face up. Only one character can occupy each location.

Shuffle the Scavenge deck and deal one card face down to each player. Set the rest of the deck next to the beach. Scavenge cards may be given away or traded except during a fight. When used, they are turned face up and discarded if they say "Expend" on them. Once face up, Scavenge cards cannot be turned face down.

Issue each player 4 food. Food is public knowledge except during a Steal Food action.

Shuffle the Fate Deck and set it aside.

Shuffle the Love cards and deal one face down to each player. Do the same with the Hate cards. These remain secret from the other players until the game is over.

Special Love/Hate notes:

Players who love themselves get double points for surviving.

If you love and hate the same person, you get some points if they live or other points if they die.

Players who hate themselves are psychopaths with special rules for scoring. They get survival points for themselves and the person they love surviving and 2 points for each other player that dies besides their secret love and themselves.

IF YOU HATE YOURSELF YOU DO NOT GET POINTS FOR YOUR OWN DEATH.

DECKS

Cards are always drawn from the top of the Fate Deck and discards are always put face down on the bottom. When the Scavenge deck is depleted, it is just gone. Neither deck is shuffled after play begins. Food cards are expended to add the indicated number of food tokens to your stockpile.

SEQUENCE OF PLAY

SCAVENGE

CHARACTER ACTIONS

LOOKOUT

FATE

HUNGER

END OF TURN

SCAVENGE

Valuable stuff washes up ashore all the time and the tide occasionally uncovers hidden treasures. The character at the Beach (location 1) draws as many cards from the Scavenge Deck as there are living characters then distributes one of those card to each player including themselves as they see fit. If the Beach location is occupied by a dead body, the nearest living character takes on the task of distributing the wealth.

CHARACTER ACTIONS

In order from the beach, each living character takes a turn by drawing two fate cards and then choosing and resolving one of the following actions:

Forage

Signal Fire

Steal Food, or a Scavenge Card, or Location

After selecting your action, play one Fate card and discard the other to the bottom of the Fate deck.

Playing a Fate card has an effect on your play and helps determine what Event is going to happen at the end of the turn as well as where it will happen.

Each Fate card played has a number value used for determining strength in a fight if your action is opposed or food gathered in a forage. This number is also used to indicate the place number that is likely to suffer an event this turn. Mark the indicated location with a Fate token.

Each Fate card has a target name on it. Mark that character with a Fate token on their placeholder card. If a character changes positions, the tokens on their cards go with them but tokens at their location stay at the location.

If a Fate card has a result on it that isn't relevant, (such as a dead or missing character or location) ignore the irrelevant part.

Each time a character joins a fight they add a Fate token to their placeholder card.

Possible Actions: Forage, Signal Fire, Steal

Forage

You can forage for food to eat. This is a good idea because everybody needs to eat as much food as their size during "hunger" at the end of every turn.

Add the amount of food indicated by the number on the card to your hoard of food. If you are at the Spring, add 3 extra food when you forage.

Signal Fire

In order to be rescued, the group needs to have the signal fire lit and get spotted by a ship at the end of the turn in the "Lookout" phase. The game ends when the fourth successful sighting happens. The preparations necessary for lighting the signal fire are represented by playing a fate token in the Signal Fire area. Place only one token in the Signal Fire area regardless of the number on the Fate card played.

This will be further detailed in the "Lookout" phase later.

NOTE: The Hill Location gives a bonus token when a character there takes the Signal Fire action.

Steal (Card, Food or Location)

When you choose to steal your action may be opposed by your target. Other actions (signal fire, forage) cannot be opposed. Whether you are trying to steal scavenge cards, food, or location, the target player may declare "FIGHT!" to attempt to stop you.

Steal Sequence of Play

The active player (the one who is choosing to steal) plays a Fate card face up and discards the other Fate card to the bottom of the Fate deck. The number on this Fate card will add to their size in any fight that takes place for this action only. They declare their target and what they are trying to take (Food, Scavenge Card, or Location). Just by taking this action, they gain a Fate token. It is bad karma to steal.

The target either agrees (skip to agreement below) or declares "Fight" and gains a Fate token on their placeholder.

Fight

Slide the target's placeholder card up and the active player's location card slightly down out of line to indicate their opposition in the fight. There will be two sides to the fight. When it is done, the side with the higher total will win. The target wins ties. Each player that joins the fight gets a fate token. The active player and their target already got Fate tokens for initiating the action and initiating the fight respectively.

Other characters may join in the fight by sliding their placeholder cards up to help the target or down to help the active player. Once you join a fight, you may not back out or switch sides (exception: Frenchy may back out at any time before the final reveal but not get back in or switch sides. He gets an additional Fate token if he backs out of a fight.) Frenchy may even back out of fights he starts!

Each character may put a weapon into play to increase their size for the fight. Unless the weapon says "Expend" it remains in play under the character's control and adds its benefit to future fights. If you have multiple weapons, you only count the largest.

Any deals can be made during a fight but nothing can change hands until after the fight (at which time nobody is required to honor their deal!).

Total up the sizes for everybody involved in the fight. Add the acting player's played Fate card to his side. After all characters agree they are not playing any more cards or joining in, reveal the top card off the Fate deck and add its total to the target's side. The character in the Cave draws an extra card and adds it only in fights where they are the target. Ties go in favor of the target.

All on the losing side of the fight suffer a wound.

If the target's side wins the fight, the steal action is blocked.

If the acting player wins, they get to steal what they were after as if the target had agreed (below).

Wounds

Wounds do not diminish your size for future fights (or hunger). A character with wounds fights just as hard and eats just as much as one who has none.

The Medicine card can be played by anyone to remove a wound from a character that is not yet dead.

Death

If your wounds are equal to or greater than your size, you die at your location. Flip your Character Location card to show the green "dead" side and flip over the location to make it off limits and complete your character's fate. You no longer take actions, get or play cards or get fate tokens on yourself or your location. Your location cannot be visited by others, your food goes bad and your cards stay with you as spoils. If you die as the result of a fight where somebody was stealing from you, resolve their steal action before you crawl off to die. You might still win if you get enough victory points but you probably won't.

If everybody dies, the game ends immediately.

Agreement

Regardless of whether you agreed before the fight or lost the fight, getting your stuff stolen is dealt with as follows:

Steal Scavenge Card

When the active character successfully steals a Scavenge card, he may take his choice of any of the target's face up cards or a random face down card.

Steal Location

When the active character successfully steals a Location, he/she swaps their Character Location card with that of the target player. The target character takes their action next if they haven't yet acted on this turn. Characters changing Locations keep the Fate tokens on their cards but the Location Fate tokens do not move. The Character who spent their action stealing the Location does not get to act a second time this turn if they stole a Location that is further down the order (ie: a larger number).

Steal food

The target secretly divides their entire hoard of food into two groups hidden in each hand. There may be zero food in either pile. The acting player chooses either hand and takes all the food from it.

LOOKOUT

In this phase, the players check to see if a ship has been sighted. The more Characters that took the Signal Fire action, the greater your chance of rescue goes up ~ but hopefully not up in smoke! It doesn't matter who resolves this phase, anyone can act as the Lookout.

At the start of the Lookout phase, always add one Fate token to the signal fire pile before resolving. Thus, even if no one took the Signal Fire action, there will only be one token

Next, turn over as many cards from the Fate Deck as there are tokens in the signal fire pile.

If, within this set of cards a "Wood" and a "Torch" icon appear, but there are no "Ship" icons, the fire has been lit and all signal fire tokens are burned (remove them). Sadly, no Ship passed by to see your beautiful, blazing fire! If there is a fire set ("Wood" and "Torch") and a "Ship" icon appears, the fire burns all of the signal fire tokens and generates a ship sighting. You're on your way to being rescued!

Sighting a Ship

On the first through third ship sightings, discard all of the signal fire tokens and add a ship token to the signal fire area.

If this is the fourth ship sighting, the game ends instantly and you proceed to count victory points without resolving fate or hunger."

FATE

Each week something bad happens to somebody. (Boar!, Illness, Monkeys, Rats, Tsunami).

The character (or characters if 2 or more are tied) with the most total fate tokens on them and their location will be the target.

The event will be the type of event played first unless more cards of another type are played first. There has to be more of a new event to overtake the old event. Thus, cards played in the order ~ Rats, Boar, Boar, Illness, Rats, Tsunami ~ would result in a Boar attack because the number of Boar cards went to 2 (and became the highest) before the number of Rats cards.

Note also that the Tsunami is special in that it will happen to every character at every location from the beach up to and including the indicated character with the most total Fate tokens on themselves and their location.

Event	Effect
Boar	Take 2 Wounds.
Illness	Take a Wound.
Monkeys	Choose a player at a location adjacent to you. That player selects one of your Scavenge cards (face up or down) to remove from the game.
Rats	The player indicated by fate loses all of their food and Rats attack everybody else's food. All players divide their food into two hands as they see fit. Turn the top card off the deck. If the number on the turned card is odd, all players lose the food placed in their left hands. An even result means they lose the food in their right hand.
Tsunami	All from the Beach to selected character's location suffer a wound, lose all food and all face up Scavenge cards. Discard all signal fire tokens.

HUNGER

Each character must now consume an amount of food equal to their size or suffer a single wound regardless of the shortfall. If you have insufficient food, you may save your food. You may play food for other characters.

END OF TURN

Remove all Fate Tokens and start a new round.

Play continues until all characters are dead or there have been 4 ship sightings.

End of Game Scoring

Players score as follows:

- You score your survival value if you survive.
- You score the survival value of the person you secretly love if they survived (even if it is yourself).
- You score the size of the person you secretly hate if they died (unless it is yourself).
- If you secretly hate yourself, you are a psychopath and do not get normal points for dieing. Instead, you get 2 points for everybody that dies except yourself and your secret love.
- If you love and hate yourself, you get points for surviving normally and survival points as your loved one if you survive. You also get 2 points for each other character that dies.
- If you love and hate the same person, you get some points either way; Survival value if they live and Size value if they die.
- Regardless of love and hate, you score the points for treasures that are on your body (Booty, Gold) as indicated. Even if you are dead, treasures will go to your heirs.

Special Notes:

There is no limit to the number of weapons you can have but you only count the largest one in a fight.

Playing or using cards does not cost an action.

Trading

You may trade or give away Scavenge cards or food at any time except during a fight. Examples: you can sell somebody a snare as the Boar is attacking or you can give somebody food during "Hunger" or you can give somebody food to avoid the Rats taking all of your food. Whether they give any of it back is up to them...

Any immediate deal is binding but there are no binding contracts. (e.g. "I'll give you this Shovel now, if you use it to forage and give me the food you dig up with it." You could take the Shovel and then not dig or give me anything. However, the deal "Give me 5 food for this Shovel" is immediate and therefore binding.

SEQUENCE OF PLAY

SCAVENGE - Character at the beach draws and distributes cards 1 to each living player.

CHARACTER ACTIONS - Draw 2 Fate Cards and play 1.

Mark location and character with Fate tokens and **Choose an action:**

Forage – Get amount of food listed on card

Steal (fightable) – Take card, food, or location

Signal Fire – Put a token in signal fire area.

LOOKOUT – Turn over as many cards as there are signal fire tokens. If only Wood and Torch icons appear, remove the signal fire tokens. If Wood and Torch and Ship icons appear, remove the signal fire tokens and add a Ship token.

4th boat token ends the game.

FATE – the event that appears the most happens to the character(s) with the most fate tokens

HUNGER – Consume your size in food or take a wound.

RESET – Remove Fate tokens. Start new round.

FIGHTS

Only the target may declare a fight if they are unwilling to give up whatever the acting player is demanding.

Add a fate token to each participant. Characters may join in at any time in any order but not change sides or get out (Frenchy may gain another fate token to get out).

Add the played fate card to the acting player's side size total.

After it is determined that nobody else is joining or playing cards, add the top Fate card turned at random to the total size of the defender's side. Add another if the defender is in the cave.

Target wins ties.

Each character on the losing side gets a wound.

Wounds equal to your size kills you.

If the aggressor wins, they get what they were after.



FAQ

Q: Are the benefits for the Monocle, Spyglass and Hill cumulative?

A: Yes.

Q: Can I give my Food away before the Swamp takes it and then get it back immediately?

A: Only if the player you gave it to wants to give it back.

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For questions and comments go to www.gorillaboardgames.com